#### G06C

# DIGITAL COMPUTERS IN WHICH ALL THE COMPUTATION IS EFFECTED MECHANICALLY

#### References relevant to classification in this subclass

This subclass/group does not cover:

Cash registers	<u>G07G 1/00</u>
Computing mechanisms where the output is observed on a scale, like slide rules, are considered analogue computing arrangements	<u>G06G 1/00</u>
Construction of keys, printing mechanisms or other parts of general application to the typewriting or printing art	B41
Details of mechanisms covered by main groups G06C 9/00, G06C 11/00, G06C 15/00 which are applicable to mechanical counters driven only through the lowest denomination	G06M 1/00, G06M 3/00
Score computers for card games	A63F 1/18

# **Special rules of classification within this subclass**

G06C 3/00 takes precedence over G06C 1/00

### G06C 1/00

Computing aids in which the computing members form at least part of the displayed result and manipulated directly by hand, e.g. abacus, pocket adding device

#### References relevant to classification in this subclass

This subclass/group does not cover:

Arrangements for table look-up	G06C 3/00
comprising also computing elements	
manipulated by hand	

#### Informative references

Attention is drawn to the following places, which may be of interest for search:

Appliances for teaching counting or calculating	G09B 19/02
Indicating or scoring devices for games or players	A63B 71/06
Models for scientific, medical, or mathematical purposes	G09B 23/00
Rosaries	A44C 23/00

#### G06C 3/00

# Arrangements for table look-up, e.g. menstruation table

#### Informative references

Attention is drawn to the following places, which may be of interest for search:

Ovulation period determination in humans	A61B 10/0012
Ovulation period determination in animals	A61D 17/002

# G06C 5/00

**Non-functional elements** 

# G06C 7/00

### Input mechanisms

# References relevant to classification in this group

This subclass/group does not cover:

Pin carriage	G06C 13/02

#### G06C 9/00

# Transfer mechanisms, e.g. for transmitting figures from the input mechanism into the computing mechanism

# References relevant to classification in this group

This subclass/group does not cover:

Places in relation to which this group	G06C 7/10, G06C 11/00, G06C 15/00
is residual	

#### G06C 11/00

### **Output mechanism**

#### Informative references

Attention is drawn to the following places, which may be of interest for search:

Marking record carriers in general, visual presentation in general of results of the mathematical operations	<u>G06K</u>
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### G06C 13/00

# Storage mechanisms

#### Informative references

Attention is drawn to the following places, which may be of interest for search:

Information storage in general	G11
Mechanical counters with input only to the lowest order	<u>G06M</u>

#### G06C 15/00

Computing mechanisms; Actuating devices therefor

References relevant to classification in this group

This subclass/group does not cover:

Mechanisms for operating automatically upon more than two numbers otherwise than by repeated addition or subtraction	G06C 21/00

#### G06C 17/00

Mechanisms for converting from one notational system to another, i.e. radix conversion

#### G06C 19/00

Decimal-point mechanisms; Analogous mechanisms for non-decimal notations

#### G06C 21/00

Programming mechanisms for determining steps to be performed by the computing machine, e.g. when a key or certain keys are depressed

## References relevant to classification in this group

This subclass/group does not cover:

Mechanisms merely for producing multiplication by repeated addition	G06C 15/08

#### G06C 23/00

**Driving mechanisms for functional elements** 

# Special rules of classification within this group

G06C 23/08 takes precedence over G06C 23/02 to G06C 23/06

### G06C 25/00

Auxiliary functional arrangements, e.g. interlocks

# References relevant to classification in this group

This subclass/group does not cover:

Interlocks in keyboards	G06C 7/04

# G06C 27/00

Computing machines characterized by the structural interrelation of their functional units, e.g. invoicing machines

# G06C 29/00

Combinations of computing machines with other machines, e.g. with typewriter, with money-changing apparatus